

Rebecca Syria

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OBJECTIVE

To obtain a full-time position in the Computer Science or Software Engineering field.

Available to start late December 2020 or early January 2021

EDUCATION

Rochester Institute of Technology, Rochester, NY

August 2016 - December 2020

B.S. in Computer Science, GPA: 3.54

EXPERIENCE

Intuit

▪ Software Engineer Co-Op

1/2020 - Present

Developed a challenge picker feature in React and Redux for the ID Proofing front-end. Assisted in the migration of backend APIs out of a legacy system. Worked full stack on the development of improvements to the government ID verification feature.

▪ Software Engineer Co-Op

1/2019 - 12/2019

Worked primarily in React and Redux on the front-end portion of Intuit's Identity Proofing software. Also worked on the back-end portion using Java. Continued part-time while in school to support A/B experimentation and UI improvements in the Identity Proofing front-end.

iD Tech Camps

▪ Instructor

6/2018 - 8/2018

Taught the basics of computer science, programming, and game design to students ages 7-17.

Rochester Institute of Technology

▪ Computer Science 1 Grader

8/2017 - 12/2017

Worked alongside a professor in evaluating students' python skills and understanding of computer science.

PROJECTS

Habit Tracker

github.com/RebeccaSyria/habittracker

Android App developed in Flutter for keeping track of habits and tasks.

Messenger Parse

github.com/RebeccaSyria/messengerParse

JavaScript tool to parse Facebook Messenger data and display charts that show messages over time, total messages, and total words, for a specified conversation.

GameBoy Color Assembly Demo

github.com/RebeccaSyria/gbc

Learning project in GameBoy Color Assembly. Features include joypad input, sprite display and movement, sprite collisions, and wall collisions.

Bounce

rebeccas.itch.io/bounce

JavaScript game built using the html5 canvas. Coded in 48 hours for Ludum Dare 38.

Image To Sound

github.com/RebeccaSyria/ImageToSound

Tool built in python to convert image files to midi sound files based on pixel color values. Built for a hackathon in 24 hours.

KittenBox

github.com/EthanNichols/KittenBox-CSH2016

Team game jam project written in less than 24 hours using Processing. Two player game in which players must work together to push boxes around and escape a level.

ACTIVITIES

Computer Science House

Fall 2016 - Present

CSH is an organization focused on learning from and teaching peers, with an emphasis on personal projects.

SKILLS

JavaScript (React, Redux, Nodejs), Java, Git, HTML, CSS, Python, Bash, Linux, C, Assembly (Z80, MIPS)